The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
Ideally, the programming language best suited for the task at hand will be selected.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
There are many approaches to the Software development process.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Integrated development environments (IDEs) aim to integrate all such help.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
To produce machine code, the source code must either be compiled or transpiled.